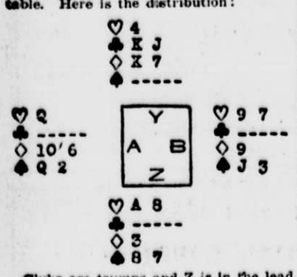
PROBLEMS FOR 'SUN' READERS TO SOLVE

Interlocking Discards the Feature of This Hand at Bridge.

A SURPRISE AT CHECKERS

Bridge problem No. 359, the composer of which is unknown, was professedly a simple proposition, but the extra trick that the solver was required to find would be more than likely to be missed if the situation came up at the card table. Here is the distribution:



Clubs are trumps and Z is in the lead. Y and Z want all five tricks.

The solution depends upon Z's seeing in advance that the opponents will have several varying lines of defence and arranging his play so as to meet any and all of them, B being the player who holds the hand that must be weakened by forced discards.

Z starts with a spade and whether A covers it or not, Y trumps and leads his remaining trump, upon which Z discards his losing diamond, no matter what B does.

Upon the trump lead both A and B must discard. These discards interlock, but Y and Z can meet any of the various combinations. They are all started by one of three discards from B's hand.

If B discards a diamond on the trump lead he forces A to keep two diamonds in order to protect that suit against Y, so A discards a spade. Y follows with the king of diamonds.

This forces B to discard again and he must either unguard the hearts or let go the spade, which will make Z's remaining spade good for a trick. If he lets go the heart he makes both Z's hearts good.

To return to the trump lead, if B discards a spade instead of a diamond, A must let go a heart, so as to protect the spades, or Z's spade will be good. A cannot discard a diamond without making both Y's diamonds good for tricks.

But as soon as A discards a heart, he makes Z's major tenace in that suit, ace and eight, good for two tricks over B's nine and seven, after Y has given Z a discard of the losing spade on the winning diamond.

B has still another defence, which is to discard the heart; but this allows Y to make the diamond trick with the king, giving Z a spade discard. Then Y leads the hearts, and the ace drops the queen, making the eight good for the last trick.

Correct solutions from:

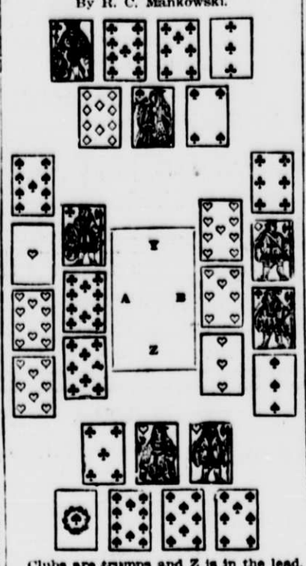
D. Perry, Dr. A. M. Purdy, J. W. Wortz, J. Warren Miller, M. W. Cord, W. S. Hickox, H. C. Lester, C. J. Reed, F. H. Fairfield, Philip Eaton, George B. Glover, W. P. W., L. M. Grosse, Ralph Lockhart, Mrs. MacFarlane, Warren Banner, F. W. Trimble, W. B. Brush, Donald Campbell, L. S. Hart, Jr., S. J. Cook, C. H. Garry, M. A. Bolton, C. J. Fink, O. H. Boston, E. W. White, J. C. Hume, C. F. Johnson, W. E. O'Kane, M. H. H., R. M. Whitehead, Frank S. Busser, T. S. Mullins, D. C. Vollmer, F. G. Page and T. Coates.

In order to start the next series with something interesting but not too difficult here is a problem from a composer who is always interesting and instructive.

Solvers are reminded that all answers to problems must reach the office of THE SUN on or before the morning of the second Thursday after the problem appears. From the ten problems numbered 361 to 370 inclusive, four are selected, usually on account of their difficulty, but sometimes because of originality in construction and those who solve all four go on the honor list. Those who stay on the honor list for succeeding series get stars after their names until only one person survives.

The present champion is Walker McMartin of Johnstown, N. Y., who came out of the trenches on November 21 last with three stars on his sleeve.

BRIDGE PROBLEM NO. 361.
By R. C. Mankowski.



Clubs are trumps and Z is in the lead. Y and Z want six tricks against any defence. Solvers should give important variations.

The distribution of the cards is as follows:

Y has the king nine seven three of trumps; ten of diamonds; queen and four of spades; no hearts.

A has the ace ten eight of hearts; jack ten eight of trumps; nine of spades; no diamonds.

B has the nine seven three of hearts; six of trumps; jack of diamonds; jack and three of spades.

Z has the queen jack of hearts; five of trumps; ace ten eight seven of spades; no diamonds.

CHECKER ENDINGS.

Problem No. 359 has a rather pleasing surprise for those who found the correct solution. It looked as if four kings must win against two kings and a man, but superiority of forces does not always insure a victory. This position required careful handling.

The distribution of the pieces is: Black men on 15 and 18; kings on 6 and 31. White kings on 5, 13, 24 and 32. White to play and win. Here are the moves that solve:

White.	Black.
5— 9	6—10
32—27	10—14
13—17*	A 14—21
9—14*	18—22
14—17	21—14
24—28	

If at "A," black prefers 14—15, we get this:

17—14	B 18—22
14— 9	5—14
24—28	

Black may vary again at "B" by playing 15—19, to which white replies with 14—16; or black may try 5—1, to which white answers with 14—23 and gets two for one next move.

A number of solvers made the mistake of transposing the first two moves, starting with 32—27, and when black played 6—10, moving 5—9, so as to bring about the same position as that intended by the composer.

But this is unsound, as black is not forced to move the king on 5 at all in answer to 32—27, but can play 31—26. Now if white plays 5—9 black plays 6—1, and it is a drawn game.

Correct solutions from:

John Daly, Conrad Albeidt, P. J. McGarry, J. H. Noremac, James G. Pinkerton, L. S. Hart, Jr., E. J. Graf, C. E. Corliss, Hoboken, J. P. DeGroff, Narelk and John Ryan. A large number failed on this problem by neglecting to give the variations arising from 14—21 or 14—5, several contenting themselves with one or the other. Several of the cracks went astray by playing 27—23 for white's third move, which leads only to a draw.

C. M. Bunn writes: "This problem, No. 359, beat all the local players at the Utica Checker Club." It also beat Mr. Bunn, as he did not get the 14—21 Jump variation. John Ryan confesses to wasting hours on that 27—23 move, only to find black could get away.

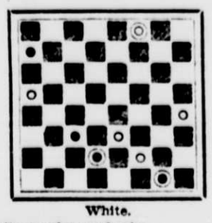
Four solutions for No. 358 were mislaid in the office and are now credited, as they arrived on time, from A. Campbell, T. W. McMahon, Hoboken and George Bauer.

Several correspondents still think that No. 357 can be solved if the white man on 21 does not move, so that when the black king goes 30—26 the man on 27 can escape. But black can play 19—16 instead of 19—15, and wins at once.

Here is something to encourage the starters in the race for the next membership cards in THE SUN Checker Club. This is the first of a series of ten problems and all who succeed in solving all ten will be entitled to white cards. Those solving all but one will get red cards, while those who miss two will receive blue cards and those who cannot get more than seven out of the ten get green cards. Previous holders of white cards get a star after their names and rank as experts.

All solutions must reach the office of THE SUN on or before the morning of the second Thursday after the problem is published. Solvers should be careful to place the correct number at the head of their analysis and to sign the letter. Hardly a week passes without some unsigned solution or one with a wrong number coming to hand.

PROBLEM NO. 361—CHECKERS.
Black.



White.

White to play and win.

The distribution of the pieces is: Black men on 5 and 22; kings on 26 and 32. White men on 18, 20, 23 and 27; king on 3.

ANOTHER GEOMETRICAL PROBLEM.

Here is a neat little puzzle by W. G. Berry, whose name is already familiar as a solver of some of the hard problems that have appeared in this department:

The dimensions of this square are not given, as it is required to find the solution by geometry alone, without recourse to figures.

The problem is to divide this square into the smallest number of pieces that can be rearranged so as to form two smaller squares of such a size that the side of one shall be to the side of the other as 2 is to 3.

In answer to some inquiries about the puzzle of the Geneva Cross, given last week, the chief merit of the solution lies in finding the smallest number of pieces that will comply with the terms of the problem.

Even if a solution is sent in with a number of pieces as small as the composer's, it may not be correct, owing to want of symmetry, or saving of seams. So far not a single correct solution has been received, although a large number of attempts have been made, all of them being on the same lines.

MISLEADING PLAYS AT ROYAL AUCTION

Important Rule for Third Hand When He Holds Cards in Sequence.

LESSONS OF DUPLICATE

In our lessons for the beginner at royal auction we have considered so far only the leads of high cards and the partner's play when he makes no attempt to win the trick. Before troubling the student with any details of unblocking high cards with high cards, attention must be directed to a very important point in the play of the third hand when he either wins or attempts to win the trick.

When a small card is led and dummy plays small, the play of the third hand is the same whether the declaration is a trump or no trump, and the rule governing it is always the same.

Never pay a dollar for a trick that you can get for fifty cents.

Many bridge players have inherited or borrowed the old whist maxim, "Second hand low; third hand high," which is one of the most misleading attempts to abbreviate a rule that were ever grafted upon a game.

The terms high and low in this maxim refer to the distinction between high cards and low cards; not to the top and bottom cards of the suit. Unfortunately those who are in the habit of guiding their play by such maxims as this take it for granted that "third hand high" means the highest card they hold.

If the leader starts with a small card and dummy plays small, third hand holding ace six deuce, his play is the ace, which is a high card, as distinguished from the six and deuce, which are low cards. But if the third hand holds ace king deuce his play is the king, not the ace. He is still playing third hand high, but he is not paying a dollar for a trick that he can get for fifty cents.

A much more comprehensive rule for the third hand is to win the trick as cheaply as possible, estimating the cost by the value of the card required. If a player wins the first round of a suit with a nine, he naturally remarks, "That was a cheap trick," but if he has to put up an ace to beat a seven he considers it expensive.

If we say aces are worth a dollar, kings fifty cents and queens only a quarter, we get a working idea of values to start with. So far as winning the trick is concerned, it does not make the slightest difference whether you take it with the ace or the king when you hold both; but if you pay a dollar for a trick that you could have had for fifty cents you deceive your partner as to the value of your hand. He underestimates it. He thinks you have exhausted your capital in that suit, when he should have been told that you still had a dollar left.

From any combination of high cards that are in sequence or touch, play the lowest of the sequence third hand. If you hold queen jack ten, play the ten. From king queen jack, play the jack; from king queen, the queen. The card played denies the card next in sequence below it.

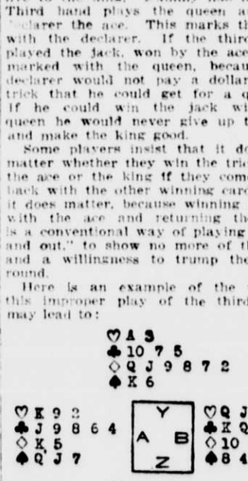
If dummy holds the intermediate card this rule is often important. Suppose you hold king and jack, dummy having the queen, but playing small. The jack is practically in sequence with the king, as nothing but the ace will beat it. If you play the king you deny the jack when the queen is in dummy.

The violation of this rule frequently frightens the partner out of continuing his suit, especially if he is a good player and watches the fall of the cards carefully. The denial of certain cards in his suit in the play is quite as important as the denial of the suit itself in the bids.

Suppose he leads a small card from five to the king. Dummy has nothing. Third hand plays the queen and the declarer the ace. This marks the jack with the declarer. If the third hand played the jack, won by the ace, he is marked with the queen, because the declarer would not pay a dollar for a trick that he could get for a quarter. If he could win the jack with the queen he would never give up the ace and make the king good.

Some players insist that it does not matter whether they win the trick with the ace or the king if they come right back with the other winning card. But it does matter, because winning a trick with the ace and returning the king is a conventional way of playing "down and out," to show no more of the suit and a willingness to trump the third round.

Here is an example of the trouble this improper play of the third hand may lead to:



Z dealt and bid no trump, which every one passed. A led a small club, the six, dummy playing the seven and B the king, which Z won with the ace.

A at once infers that B had to play the king in his attempt to win the trick, therefore he cannot hold the queen, which must be with Z. The declarer led the ace of diamonds, hoping to catch the king, and followed with another, putting A in.

Now if A leads a heart, dummy gets right in to make four more diamonds. If A leads the club, Z gets in and puts dummy in with another diamond or a heart, and again those diamonds all make. The only chance seems to be the spade, so A leads the queen through dummy's king, hoping B has the ace.

The student should observe that if Z has the queen of clubs, both ten and queen make if A leads a club.

Dummy won the spade and made his four diamonds, upon which B discarded the small club, the eight of hearts and two spades, while Z shed two hearts and then a club. A had to unguard something and was afraid to unguard the clubs while dummy had ten and another and the ace of hearts to get in with, so he let go a spade, keeping two clubs and two hearts. This allowed Z to make three spade tricks, on the second of which A discarded the nine of hearts, expecting dummy to blank the ace and make the club ten so that when Z led the heart the ace dropped both king and queen and Z made the last trick with the seven of hearts, little slam.

If B plays correctly on the first trick A will lead another club, and four clubs, with the king of diamonds, save the game.

SOME DUPLICATE LESSONS.

The interest in duplicate auction seems to bid fair to equal the old rage for duplicate whist, which was a long time working its way from the expert few at the whist congresses to the great mass of players. Inquiries are coming from all quarters as to the best methods of running duplicate tournaments and computing the scores.

The chief interest to the student lies in the possibility of comparing results and of analyzing their causes. With a view to making this comparison more complete than it has ever been before, W. D. Segur, chairman of the card committee at the Crescent Athletic Club has arranged for a monster duplicate game on January 14, at which a professional accountant will record the score made by each pair on every individual deal played. He has kindly agreed to place the returns at the disposal of THE SUN for the benefit of its readers.

There has lately been a good deal of discussion of a play which seems to have caught the fancy of a certain class, and that is doubling a one trick bid second hand, to ask the partner to go no trumps if he can stop the declared suit.

Upon occasion this works very well, but in the majority of cases there is more money and less risk in letting the bid alone. The chief objection to it is that it introduces to the game a declaration with a double meaning. How is the partner to know when it means a double and when it means to go no trumps?

Here is a hand from the duplicate game at the Knickerbocker, No. 27, dealer sitting south, which shows how badly this new convention may work when it works both ways.

Z dealt and bid a spade. If A doubles he is supposed to be asking his partner to go no trumps, as they are playing that convention at this table, so he passes. Y bids two hearts, which suited B so much better than spades that he let it alone. Much to his astonishment, Y went game at hearts, and this is how he did it.

B led the queen of clubs. Dummy won it and led the singleton diamond, which A passed up and B killed the queen with the king.

A's play cost him the game. Some players will never learn that when the declarer gets in and does not lead trumps there must be some disadvantage in the trump lead, therefore the opponents should lead trumps at once. If A jumps for the diamond it is true that he has to lead up to dummy and his objection to leading was his reason for passing. But he should have led the trump.

This would have allowed B to take out three rounds of trumps at once, after which two more diamonds must make, and Y is held down to two-odd.

But when B won the diamond he placed the ace with Y and saw no reason for a trump lead, so he played another club. This allowed Y to ruff a third club and let dummy trump a diamond; then Y ruffed a fourth club and dummy another diamond, after which he led the jack of trumps.

B won this with the queen and instead of forcing Y with another diamond made the mistake of leading the ace of trumps, which allowed Y to pull his eight and make two spades.

At another table A doubled the spade bid, Y went two hearts and B no trumps, going game on the hand, as Z led his king of clubs, which allowed B to clear that suit later, Z's excuse being that he wanted to show his reentry before leading the hearts which B showed he could stop.

At another table Y went to four hearts, doubled and set for 100, as B opened with two rounds of trumps and later refused to trump either the first or the second spade lead. This enabled him eventually to knock the jack and seven of trumps together and allowed A to make a diamond and spade at the end.

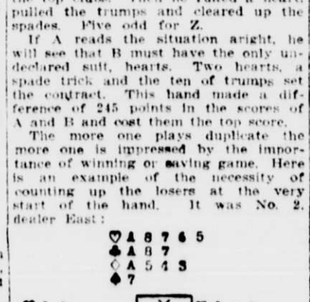
Here is a good example of the weakness of a singleton lead when you cannot stop the trumps. It was No. 22, dealer East:

At one table Z and A both passed, waiting for developments. Y went no trump, B doubled, asking for his partner's longest suit. Z bid two spades and A three clubs. Y bid three spades, which B doubled, and Z went to four diamonds, which B doubled.

Thinking from Z's not having bid the spades originally and B's double that B had the spade ace A led a singleton. The result was that Z won the trick, put dummy in with a diamond and discarded his two losing hearts on the top clubs. Then he ruffed a heart, pulled the trumps and cleared up the spades. Five odd for Z.

If A reads the situation aright, he will see that B must have the only undeclared suit, hearts. Two hearts, a spade trick, and the ten of trumps set the contract. This hand made a difference of 245 points in the scores of A and B and cost them the top score.

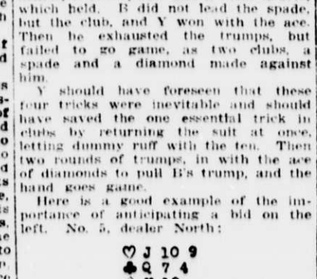
The more one plays duplicate the more one is impressed by the importance of winning or saving game. Here is an example of the necessity of counting up the losers at the very start of the hand. It was No. 2, dealer East:



Z dealt and passed. A bid a spade (very bad on the first round) Y two hearts, B two spades and Z three hearts, which held. B did not lead the spade, but the club, and Y won with the ace. Then he exhausted the trumps, but failed to go game, as two clubs, a spade and a diamond made against him.

Y should have foreseen that these four tricks were inevitable and should have saved the one essential trick in clubs by returning the suit at once, letting dummy ruff with the ten. Then two rounds of trumps, in with the ace of diamonds to pull B's trump, and the hand goes game.

Here is a good example of the importance of anticipating a bid on the left. No. 5, dealer North:



This hand had all manner of adventures, its fate being usually decided by taking the finesse in clubs on the right or the wrong side. At one table all passed up to B, who went no trumps, just to start something. Z led a diamond and B made a little slam, by finessing the clubs the right way.

Y should have anticipated some bid by B and shown his spade suit. Even after the no trump bid he could afford to ask for a spade lead.

At one table B fell into the old, old error of assisting a no trumper. Z passed, A bid no trump and Y made the usual mistake of bidding the spades, instead of sitting still and leading them. B helped him out of it by bidding two no trumps. After the spades A had no diamonds left and finessed the club the wrong way when Y put him in with a heart. Down one. If Y is left in with his spade bid he is set for ten tricks.

BRONZE HORSE HEADS IN PARIS

"AT the sign of the horse's head."

Among the sights of Paris, strange to American visitors, are the shops above which are displayed horses' heads in bronze. They are reminders of the siege of 1870-71, when the population of the city was without beef or pork or any of the other ordinary foodstuffs.

The bronzed heads denote the location of "boucheries hippophagiques," or horse meat shops. For four months, in 1870, 2,000,000 Parisians ate horse flesh, consuming 56,000 animals. Generals and privates, the wealthy and the poor, shared the same food. And they thrived upon it.

New York may soon see some of those bronzed heads now that the health authorities have raised the ban on the sale of horseflesh. As articles in THE SUN have shown there is a difference of opinion among physicians here as to the wholesomeness of this food and it is not at all certain that horse steak will ever become popular in this country. But if Paris knew of the opposition to it which has arisen in New York it would be surprised. Thousands of Parisians who made the acquaintance of this food during the siege continued to eat it afterward. And thousands eat it now, not because of the war, but because they have found it palatable and healthful.

Since the early '70s of the last century hippophagy has grown so in popularity that there is now no considerable town in France that has not one or more shops for the sale of horseflesh. Some French physicians of high standing have expressed the belief that with a little more time all prejudice against it will have disappeared completely.

In an official publication, issued about a year ago, it was shown that 11.2 per cent. of all the meat consumed in France was horseflesh. In Paris are 245 butchers who sell nothing but horse meat and muleflesh. These meats cost in France only about half as much as beef, but there are scores of families which prefer one or the other to any other kind of meat, even when the question of economy is not considered.

Many hundreds of horses are exported to the continent from England every year for the purposes of food, and usually when a Paris cab horse has outlived its usefulness it finds its way to one of the municipal abattoirs. Strangers sometimes hesitate to order meat in certain Paris restaurants for fear of receiving horseflesh or muleflesh instead of beef, but their fears are groundless. The law requires that the horse meat shops shall display distinguishing signs. In most cases the bronzed head is in evidence and beneath it the inscription, "Cheval Ire Qualite."

Beef or pork is never found in one of these establishments. Nearly every merchant in Paris is a specialist, the butcher as well as the manufacturer of artificial flowers. Thus, while the horse meat shops are "hippophagiques," mutton, beef and veal are sold only in ordinary "boucheries" and liver, heart, sweetbreads and similar delicacies in "triperies."

Horseflesh as food was introduced into Gaul when the country was invaded by the Franks after the conquest by Julius Cæsar. A police regulation drawn up in 1404 shows that it was eaten in Paris at that time. At the siege of Paris in 1590 the flesh of asses was held in high regard. During the siege of La Rochelle in 1628 the Protestants by eating their horses sought to prolong their resistance against Richelieu.

During the revolution, too, horseflesh was largely used and at the siege of Genoa in 1800 when Massena withstood the Austrians for several months a quarter of a pound of horseflesh formed part of the daily rations of each French soldier, while the officers were allowed a pound each.

During the First Empire Baron Larrey, chief of Napoleon's medical staff, did much to encourage the use of this food. He had occasion to appreciate the benefits of horseflesh at the siege of Alexandria, at the battle of Eylau in the Isle of Loban and during the retreat from Moscow. And here is the testimonial he gave it:

"After the battle of Essling our supplies were cut off and for three days I fed the army on the horses that had fallen in action. For saucepans we used breastplates and gunpowder served in lieu of salt. All of us enjoyed and thrived on this diet."

But in France itself ordinary [illegible] having become abundant after the revolutionary period, horseflesh ceased to be used as a nutriment until 1811, when the high cost of food and a lack of employment made themselves felt. M. Pasquier, then Prefect of Police, fearing that the use of horseflesh might give rise to disease, consulted the Paris Board of Health, which made a careful study of the subject. The report gave a clear bill to horseflesh.

In another report, prepared in 1825, Dr. Parent-Duchatelet, a member of the board of health of the Academy of Medicine and Physicians at the Hopital dela Pitie, established the fact that horseflesh is palatable, savory and nutritious. Several members of the commission had eaten it and were unable to detect any sensible difference between it and beef.

Still, hippophagy made but few proselytes until 1865. From 1865 to 1870, indeed, it was still not in great favor. In Paris only 982 horses and mules were slaughtered for the [illegible]ers in 1866 and 2,157 in 1867. Then came the siege, when horse meat rendered a signal service and since then it has steadily grown in favor.

In many parts of Austria and Germany also the food is much used, often from choice. In Dresden 2,[illegible] horses were slaughtered for eating purposes in one year a few years ago.

Horseflesh has not been an [illegible] article of diet in England since the days of the Roman occupation. There is no word in the English language to represent horse meat in the sense that mutton stands for sheep and pork for pig. Perhaps New Yorkers will invent such a word now.